



CHARACTER NAME

CLASS & LEVEL	UPBRINGING	PLAYER NAME
RACE	EMPLOYMENT	EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

Strength

Dexterity

Constitution

SAVING THROWS

Acrobatics

Animal Handling

SKILLS

ARMOUR CLASS

INITIATIVE

SPEED

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE TYPE

ATTACKS & HACKING

PERSONALITY

IDEALS

BUDDIES

QUIRKS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & CYBERNETICS

GEAR

FEATURES & TRAITS



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANISATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



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